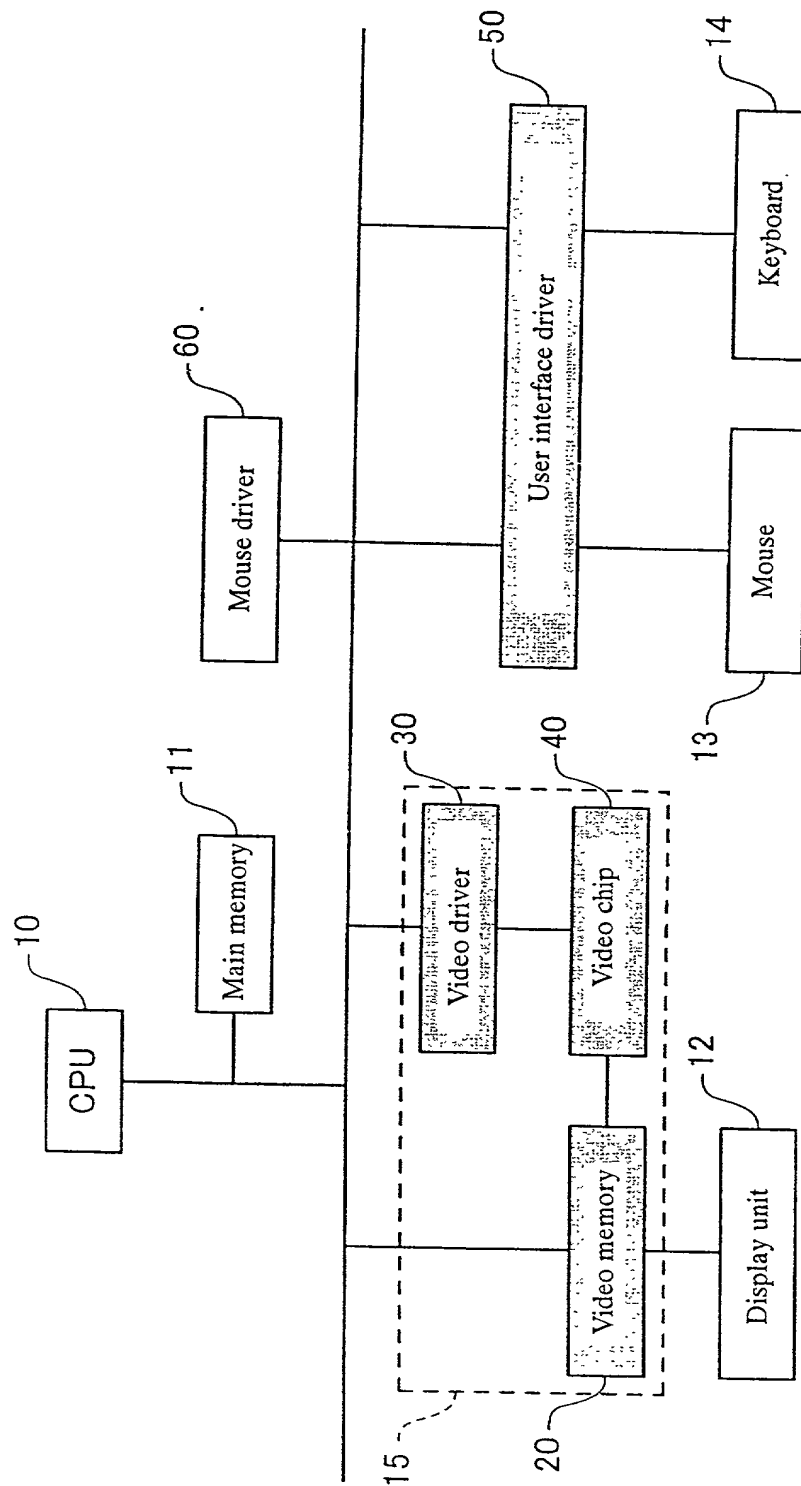


[Figure 1]

(1/11)



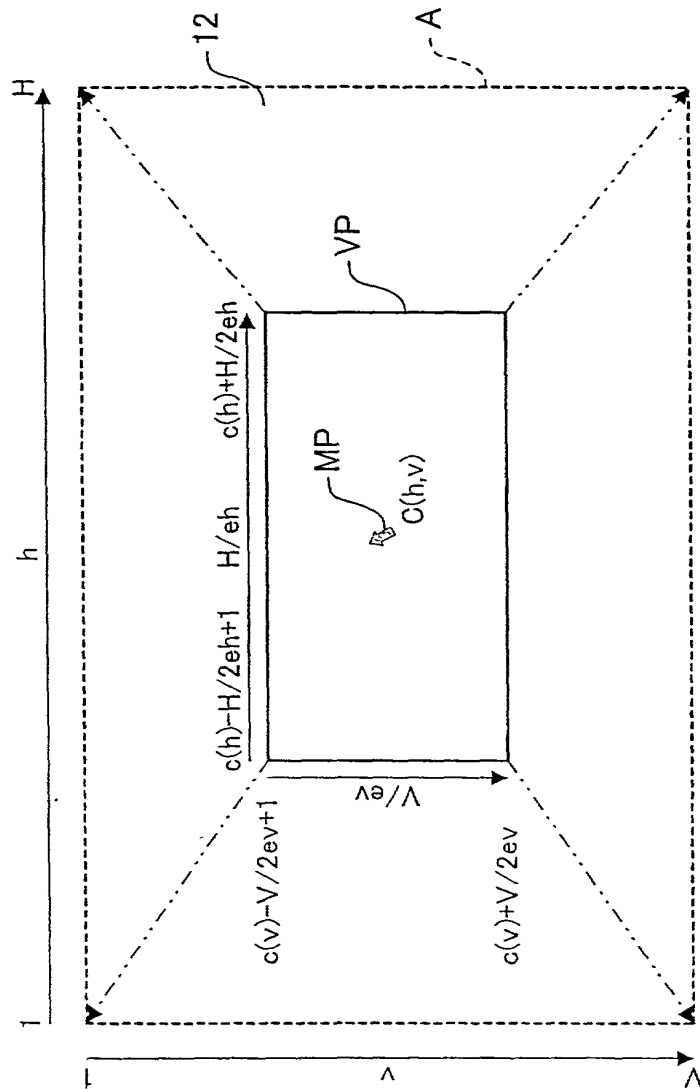
41

41



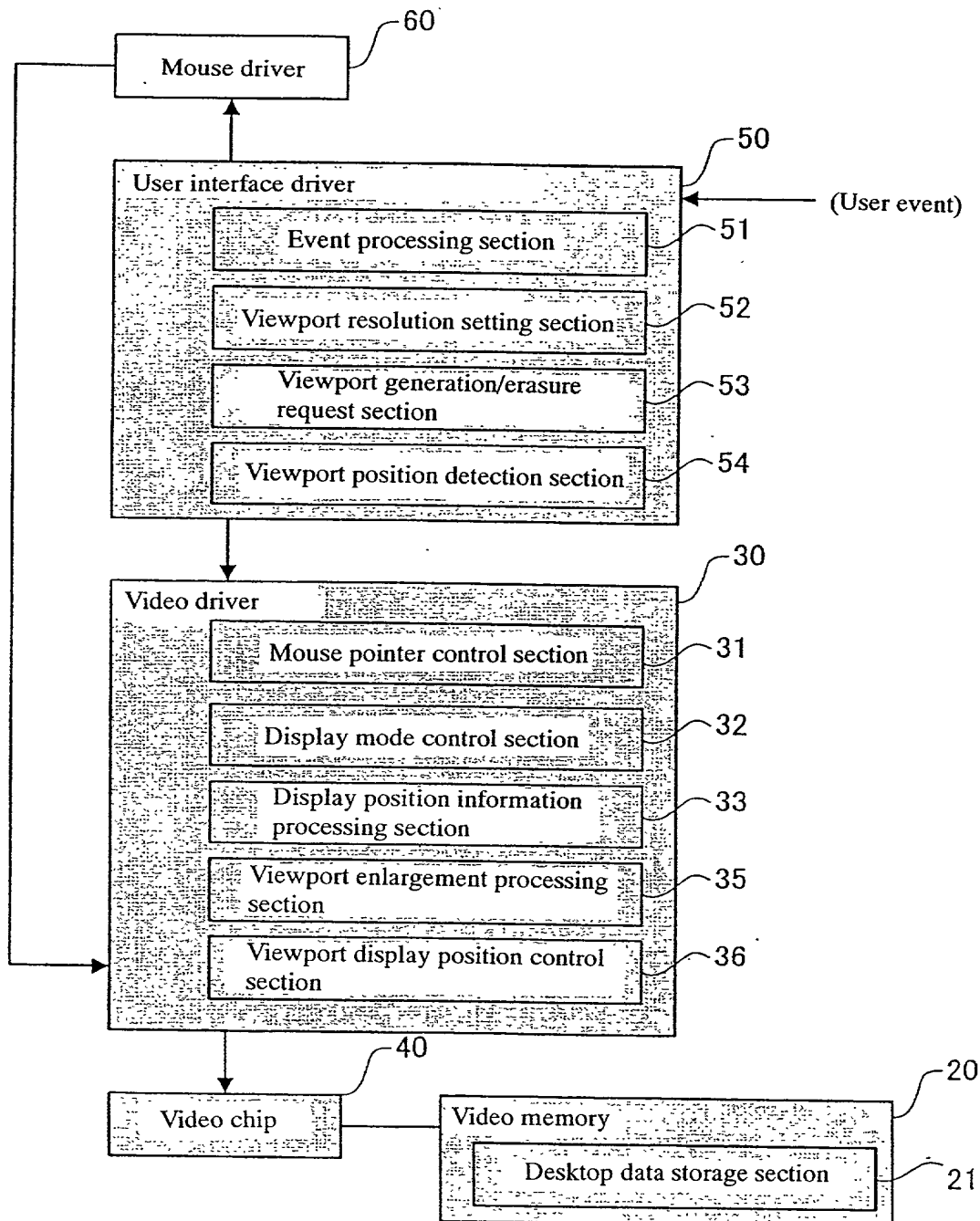
[Figure 3]

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[Figure 4]

(4/11)



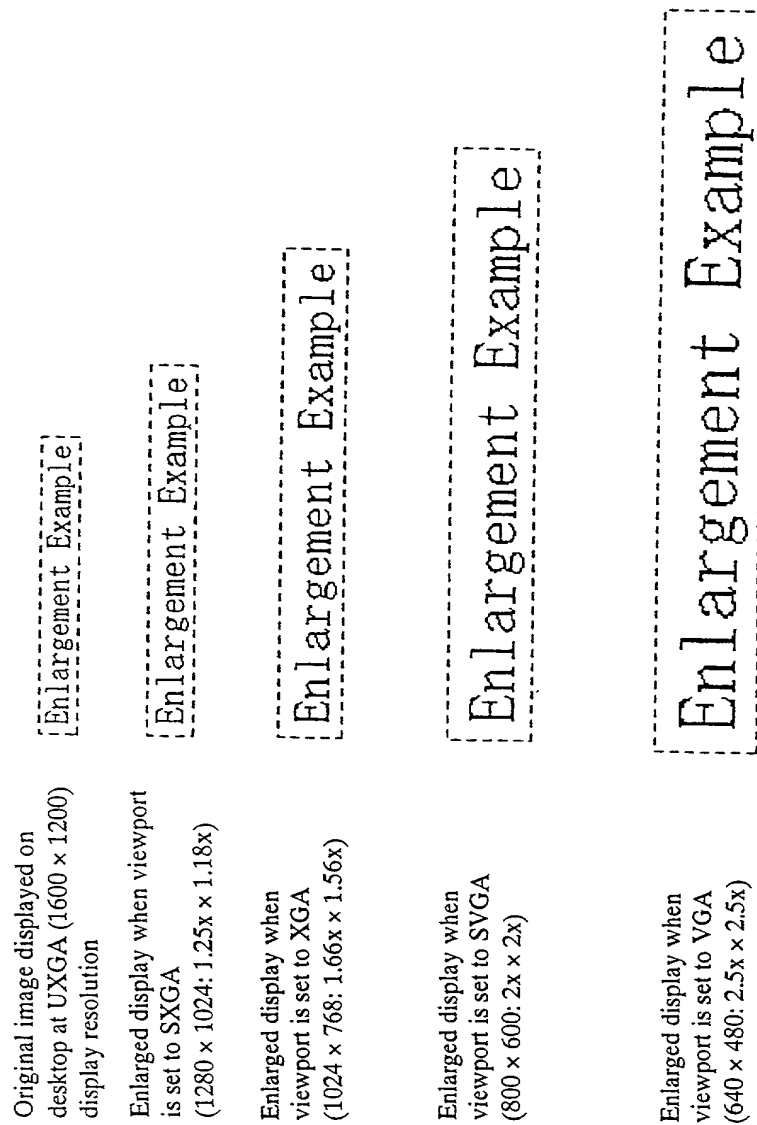
[Figure 5]

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Viewport size Panel resolution of display unit 12	SXGA 1280 × 1024	XGA 1024 × 768	SVGA 800 × 600	VGA 640 × 480
UXGA 1600 × 1200	1.46	2.44	4	6.25
SXGA+ 1400 × 1050	1.12	1.87	3.06	4.79
SXGA 1280 × 1024	-	1.67	2.73	4.27
XGA 1024 × 768	-	-	1.64	2.56
SVGA 800 × 600	-	-	-	1.56

[Figure 6]

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[Figure 7]

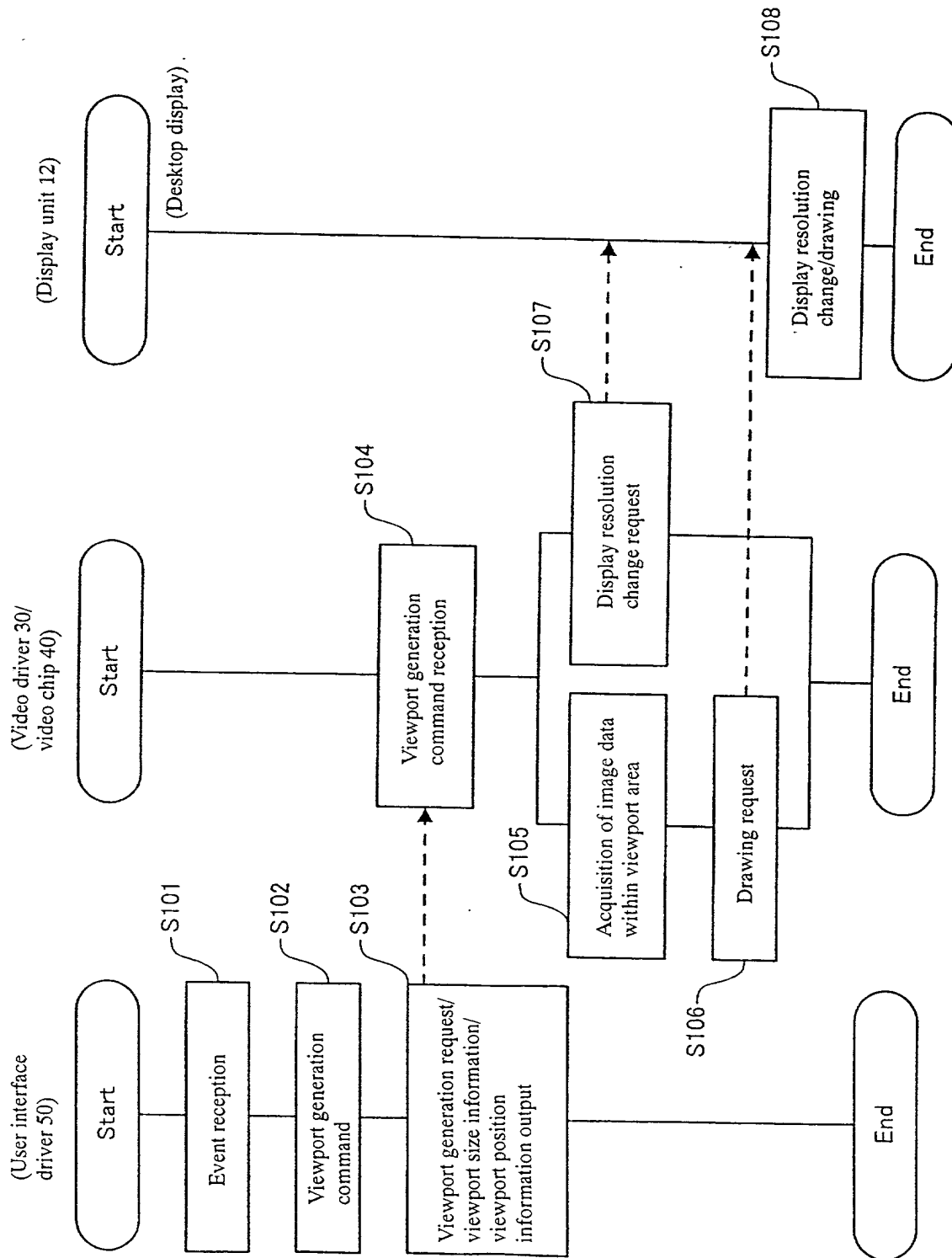
(7/11)

if $((c(h) - H/2_{eh} + 1) < 1)$ then set horizontal viewport position to $(1, H/eh)$
else if $((c(h) + H/2_{eh}) > H)$ then set horizontal viewport position to $(H - H/eh + 1, H)$
else set horizontal viewport position to $(c(h) - H/2_{eh} + 1, c(h) + H/2_{eh})$

if $((c(v) - V/2_{ev} + 1) < 1)$ then set vertical viewport position to $(1, V/2_v)$
else if $((c(v) + V/2_{ev}) > V)$ then set vertical viewport position to $(V - V/2_{ev} + 1, V)$
else set vertical viewport position to $(c(v) - V/2_{ev} + 1, c(v) + V/2_{ev})$

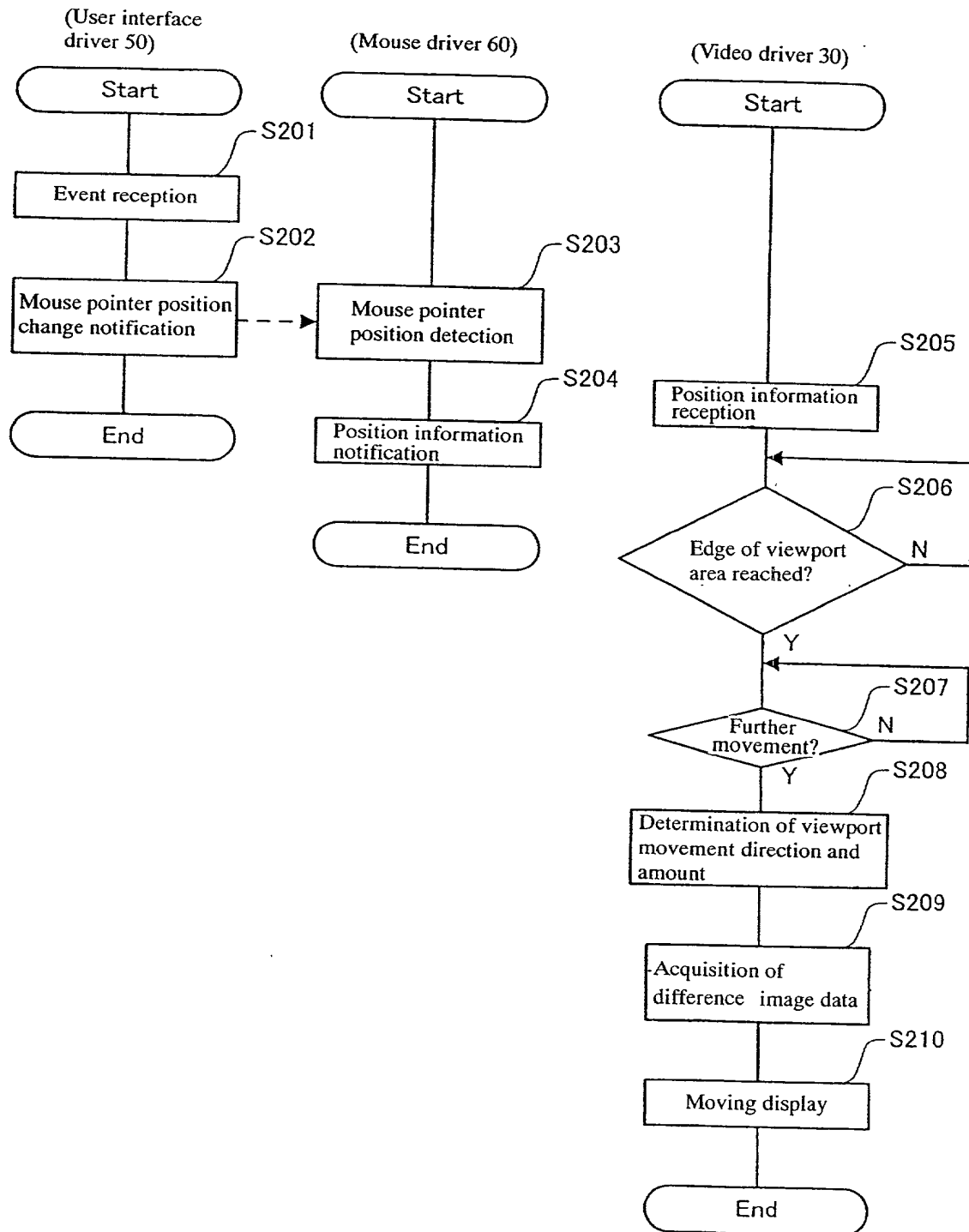
[Figure 8]

(8/11)



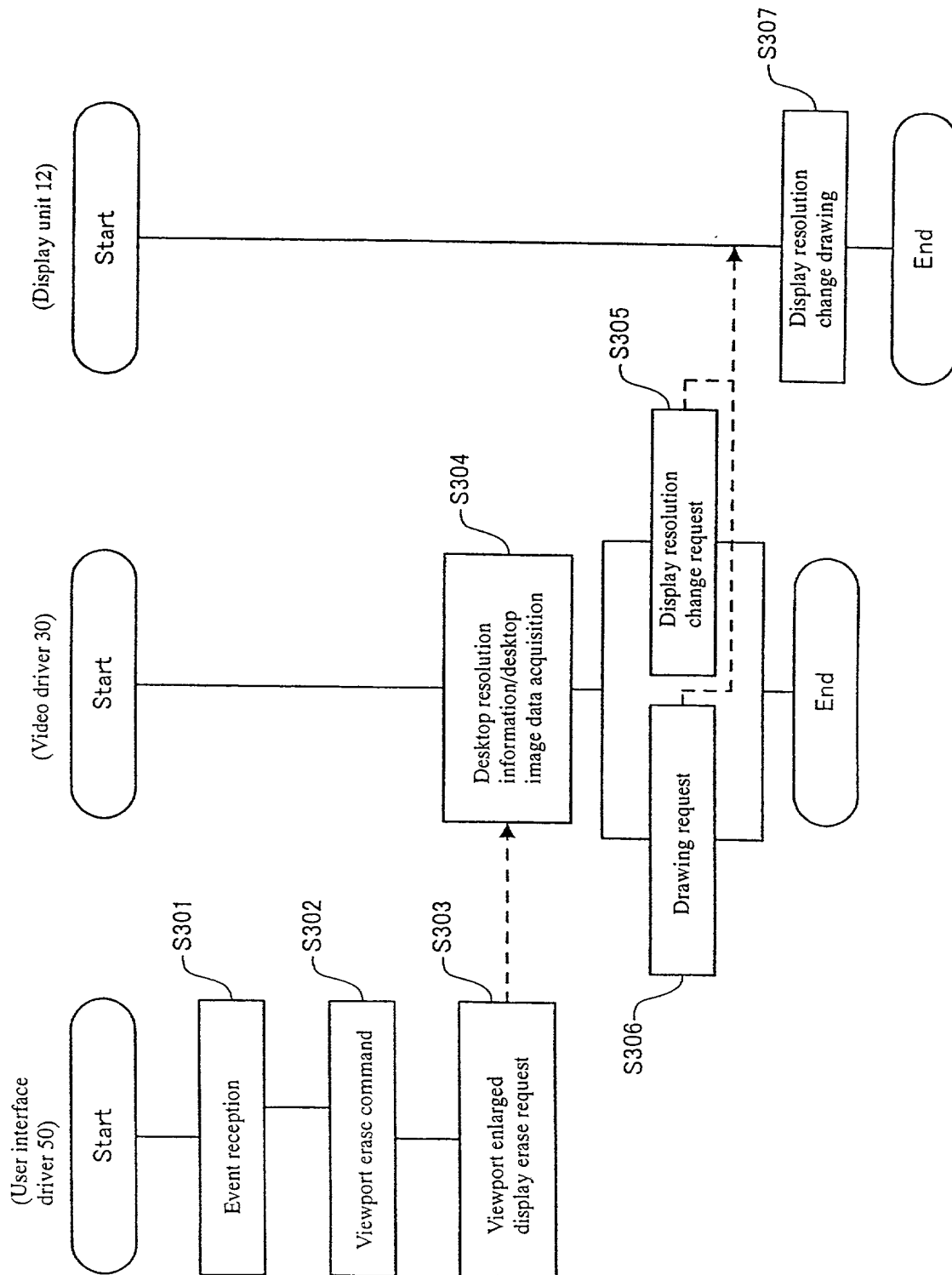
[Figure 9]

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[Figure 10]

(10/11)



[Figure 11]

(11/11)

